
Dungeons and Dragons 4th Edition compatible

**Siege of Santpoint:
Ruckus at the market**

5 players of 1st level

Paper & Plastic encounter

by Paolo Cecchetto

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SIEGE OF SANDPOINT:

RUCKUS AT THE MARKET

ENCOUNTER LEVEL 1 (750 XP)

SETUP

"All around of you the city of Sandpoint is burst into chaos. Goblins chase and kills everything that moves, while the city guards try to stop them."

The party has just left the churchyard, while someone spot a line of dark smoke rising from somewhere near the docks.

The enemies are:

- 2 **Goblin Burner**
- 3 **Goblin Gutter**
- 2 **Goblin Blood Dresser**

As the characters get close to the smoke read:

The narrow streets of Sandpoint open up in the market square. Everything is ready for the big opening of tomorrow morning.

There are some carpet filled with goods, some stands and a couple of carts. Everything is closed and all the stuff is covered with some drapes.

If the players look around read:

The smoke is now more evident and is rising from the opposite corner of the market. While you are entering the square, something in front of you seems to move and a couple of creatures jump down from a stand and look at you.

TACTICS

Goblins will enter the fight in three distinct moments. First of all the 3 Goblin Gutters will spot the party and head directly to it, then, the next round the 2 Burners will start moving to aid them. The 2 Blood dresser will wait until 3 of their buddies are dead or

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until someone in the party gets bloodied to join the fight.

Goblin Burners will not try to ignite more stands or carts besides the 2 they have already did (the 2 carts in the corner), guessing the fire will spread pretty fast by himself

Goblin Burner	Level 1 Skirmisher	
Small natural humanoid	XP 100	
<i>One hand is holding a torch, the other one a mysterious flask.</i>		
Initiative: +3;	Senses: Perception -1	
HP 29 Bloodied 14		
AC 15; Fortitude 13, Reflex 13, Will 12		
Speed: 6		
⊕ Torch (Standard; at-will) ♦ Weapon +6 vs. AC; 1d6+1 damage.		
↵ Oil breath (Standard; special) ♦ Weapon Special: The goblin make a save before making this attack. If succeed the power is recharged at the end of the round. If fails the goblin does not attack and lose the action (the power is considered used) blast 2; +4 vs. Reflex; 1d6+3 fire damage.		
Alignment Evil	Languages Goblin	
Skills Stealth +6, Thievery +6		
Equipment: Scrap armor, torch, high flammable oil		
Str 14(+2)	Dex 13(+1)	Wis 10(+0)
Con 14(+2)	Int 7(-2)	Cha 8(-1)

Goblin Blood Dresser	Level 2 Brute	
Small natural humanoid	XP 125	
<i>These little bastards run towards you armed just with a couple of</i>		
Initiative: +3;	Senses: Perception -1	
HP 32 Bloodied 16		
AC 13; Fortitude 14, Reflex 14, Will 11		
Speed: 5		
⊕ Claw (Standard) ♦ weapon +5 vs. AC; 1d6+3 damage.		
⊕ Bloodthirst (Standard; recharge ☹️☹️) ♦ weapon Special: The goblin can use this attack only if the target is bloodied. +5 vs. AC; 1d6+3 damage.		
Hit: Make a secondary attack		
Secondary attack: +5 vs. AC; 1d6+3 damage.		
Alignment Evil	Languages Goblin	
Skills Athletics +9, Endurance +7		
Equipment: Scrap armor, wood and nail claws		
Str 16(+4)	Dex 16(+4)	Wis 8(+0)
Con 14(+2)	Int 7(-1)	Cha 8(-1)

Goblin Gutter		Level 1 Soldier	
Small Natural Humanoid		XP 100	
<i>Bald, blue skinned, with shark-like tooth, wielding oversized knives, these little humanoids seems a lot more frightening in close combat than from a distance. Lucky them, they move pretty fast.</i>			
Initiative +6		Perception +0	
HP 28 Bloodied 14			
AC 17; Fortitude 12, Reflex 16, Will 12			
Speed 7			
Ⓢ Cut (Standard; at-will) ♦ Weapon			
<i>With a flash of light, one of the big knives aim to your throat.</i>			
+8 vs. AC; 1d6+3 damage.			
Ⓡ Gut (Standard; at-will) ♦ Weapon			
<i>Once your defenses has dropped, the other knife goes toward your guts</i>			
+8 vs. AC; 2d6+3 damage			
Special: The goblin gutter can use the Gut power only if in the same round the target has already been successfully hit by another goblin.			
Alignment Evil		Languages Goblin	
Skills Acrobatics +7, Athletics +7, Endurance +6			
Equipment: Scrap armor, dogslicer x2			
Str 15(+2)	Dex 15(+2)	Wis 11(+0)	
Con 12(+1)	Int 7(-2)	Cha 9(-1)	

FEATURES OF THE AREA

Illumination: Bright light. No penalties

Main Terrain: The terrain is a common city square.

No penalties.

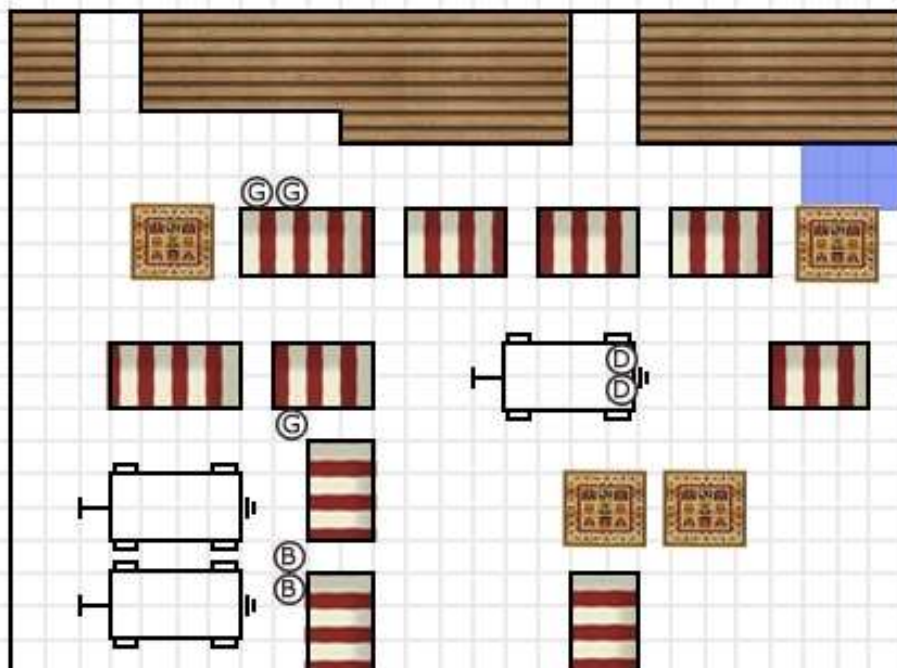
Carpets, stands and carts: Difficult terrain.

Fire: see the hazard.

Fire!		Level 1 Lurker	
Hazard		XP 100	
<i>Before the fight the goblins have set on fire some of the market's carts</i>			
Hazard: A fire, spreading fast in the market's square.			
Perception: No check is necessary to notice the fire.			
Trigger: The hazard triggers whenever a creature start his turn up to 3 squares from the fire.			
Attack			
Opportunity Action		Melee	
Target: The creature that triggered the hazard.			
Attack: Automatic hit			
Hit: Target takes 5 fire damages			
Countermeasures: There's no way to actively disable the fire during combat.			
Special: To see how fast the fire will spread, at the end of every turn roll a D6 for every market stand or cart adjacent (3 squares or less) to the fire. If you roll a double number, the fire will spread to another stage or cart.			

MAP

-  Carpet
-  Market tent
-  G Goblin Gutter
-  B Goblin Burner
-  D Goblin Blood Dresser
-  Deploy zone



Encounter template made from the
Module Template by Dennis Dollins
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